

within the IFO file can include information about chapters, subtitles and audio streams. The IFO file does not store any audio/video/subtitle data. SourceForge.net provides details of the specific tables within a Video Title Set IFO file. Included in these tables is a list of Program Chains, which Wikipedia.org describes as a sequence of pointers that allows for seamless branching in DVD playback and that enable navigation during playback of the Video Title Set using “Next” and “Previous”. The Video Title Set files also include a “VTS_00_0.BUP” file 64, which is a backup copy of the “VTS_00_0.IFO” file 62. The video, audio, subtitle and navigation streams of the interactive multimedia content are packed in accordance with the Video Object (VOB) container format. According to Wikipedia.org, VOB files are a strict subset of the MPEG program stream standard. Non-standard data (e.g. AC-3 audio, DTS audio, and subtitles) are inserted as private streams. Subtitles or subpicture streams store subtitles as bitmap images restricted to four colors including the transparent “color”. The video streams can also include closed captioning material. Each Video Title Set includes one or more VTS_00_x.VOB files 66 that contain the interactive multimedia content of the Video Title Set, where “00” indicates a Video Title Set number from 01 to 99 and “x” indicates the sequence of VOB files from 0 to 9. The “VTS_00_0.VOB” is optional and contains a menu for the Video Title Set when present. The remaining VOB files contain the video and any accompanying audio and subtitle streams for the Video Title Set.

[0077] The disclosure of <http://www.wikipedia.org/wiki/DVD-Video>, http://dvd.sourceforge.net/dvinfo/ifo_vmg.html, and http://www.sourceforge.net/dvinfo/ifo_vts.html is hereby incorporated by reference in its entirety.

[0078] A significant selling point of the DVD-Video specification is its support of a wide variety of extra, or bonus, features in addition to a feature film. These extra features can include audio commentary, documentary features, commonly about the making of the main title, deleted scenes, photo galleries, storyboards, isolated music scores, trivia text, commentary, interactive games, film shorts, TV spots, radio spots, theatrical trailers, and teaser trailers advertising related movies or DVDs. In addition, DVDs support interactive motion menus, still pictures, up to 32 selectable subtitles, seamless branching for multiple storylines, up to 9 camera angles, and DVD-ROM data files that can be accessed on a computer. The conversion of all of the interactive multimedia content on a DVD-Video into a format suitable for electronic distribution in accordance with embodiments of the invention is discussed further below.

Converting DVD Content to HTML5

[0079] Many network-connected devices include support for rendering HTML5 pages in the form of a natively implemented web browser application. In many embodiments of the invention, interactive multimedia content authored in accordance with the DVD-Video specification is used to generate HTML5 pages that can be electronically distributed to network connected playback devices. A process for converting interactive multimedia content authored in accordance with the DVD-Video specification into HTML5 pages in accordance with an embodiment of the invention is illustrated in FIG. 4. The process 20' involves parsing the IFO files in the Video Manager and Video Title Sets of the files within the DVD-Video content to build (22') an object model representing the DVD. The object model can then be used to generate

(24') HTML5 pages that capture the interactive aspects of the interactive multimedia content (e.g. the menus and the chapters) in the DOM of the HTML5 pages and associated JavaScript. The process 20' can then involve transcoding (26') the audio and video in the VOBs of the DVD. In many embodiments, MPEG-2 video in the video title sets is transcoded into H.264 video. In several embodiments, multiple H.264 elementary bitstreams are produced for playback on devices with different playback capabilities. In several embodiments, the audio in the Video Title Sets is transcoded into AAC audio. As can readily be appreciated, the specific formats to which the audio and/or video streams are transcoded and/or transrated are largely dependent upon the requirements of a specific application. Subtitles formatted in accordance with the DVD-Video specification are typically stored as bitmaps within the Video Title Set VOBs. In several embodiments, optical character recognition is applied to one or more of the bitmap subtitle streams to convert (28') the subtitle bitmaps to text. In many embodiments, the audio/video/subtitle information is packed (30') into one or more container files and the HTML5 page(s) and container file(s) containing associated image, and video elements are uploaded to a server for access by playback devices. In a number of embodiments, the HTML5 pages, associated images, and the audio/video/subtitle content for each Video Title Set of the originally authored interactive multimedia content are packed into a container file for electronic distribution. In several embodiments, the DivX Plus container file format specified by DivX, LLC of San Diego, Calif. is utilized to contain the HTML5 pages, associated images, and the audio/video/subtitle content. In other embodiments, any container file format appropriate to a specific application can be utilized including (but not limited to) the MP4 container file format specified in the MPEG-4 specification and the Matroska Media Container (MKV) specified by the Matroska Non-Profit Organization.

[0080] Processes for building object models by parsing interactive multimedia content authored in accordance with the DVD-Video specification and for authoring HTML5 pages based upon the object models in accordance with embodiments of the invention are discussed below.

Building an Object Model of a DVD

[0081] The IFO files in the Video Manager and the Video Title Sets of interactive multimedia authored in accordance with the DVD-Video specification include a number of tables that provide a table of content and control data, which can be used to identify objects within the interactive multimedia content. For example, SourceForge.net provides the details of the “Title Search Pointer Table” (TT_SRPT), which contains pointers to all of the titles within the interactive multimedia content. The “Title Search Pointer Table” is as follows:

Contents	Number of bytes
Number of Titles	2 bytes
Reserved	2 bytes
End address of TT_SRPT	4 bytes
12-Byte Entries	12 bytes × number of entries